U/SNS-ACTE-USA

CHRONO TRIGGER™

INSTRUCTION BOOKLET

SQUARESOFT®

SUPER NINTENDO ENTERTAINMENT SYSTEM

CHRONO TRIGGER

TABLE OF CONTENTS

The world of CHRONO TRIGGER 4
Cast of Characters 6
- Crono 6
- Marle 7
- Lucca 7
- Frog 8
- Robo 8
- Ayla 9

Basic Controls 10
Getting Started 12
Battle Mode 13
Inputting Names 14
Saving Progress 15

Main Screens 16
- Field Screen 16
- Map Screen 17

Sub Screens 18
- Status 18
- Items 21
- Tech/Skills 22
- Configuration 23
- Character Order 25
- Save 26

Switch Characters 27
Battle Screen 28
- Attack 30
- Tech 30
- Items 31
- Combinations 31

Status Trouble 32
Tech and Magic Combinations 33
Single Tech 34-39
Double Tech 40-47
Triple Tech 48-51
Village Locations 52
Time Travel 54
The End of Time 55

Weapons/Armor List 56
- Weapons 57
- Armor 58
- Accessories 60
- Items 61

Special Items 62
The Adventure Begins 64

WARNING: PLEASE READ THE ENCLOSED CONSUMER INFORMATION AND PRECAUTIONS BOOKLET CAREFULLY BEFORE USING YOUR NINTENDO HARDWARE SYSTEM OR GAME PAK.

THIS PRODUCT HAS BEEN RATED BY THE ENTERTAINMENT SOFTWARE RATING BOARD. FOR INFORMATION ABOUT THE ESRB RATING, OR TO COMMENT ABOUT THE APPROPRIATENESS OF THE RATING, PLEASE CONTACT THE ESRB AT 1-800-771-3772.

LICENSED BY Nintendo

NINTENDO, SUPER NINTENDO ENTERTAINMENT SYSTEM AND THE OFFICIAL SEALS ARE REGISTERED TRADEMARKS OF NINTENDO OF AMERICA INC.
©1991 NINTENDO OF AMERICA INC.

THIS OFFICIAL SEAL IS YOUR ASSURANCE THAT NINTENDO HAS APPROVED THE QUALITY OF THIS PRODUCT. ALWAYS LOOK FOR THIS SEAL WHEN BUYING GAMES AND ACCESSORIES TO ENSURE COMPLETE COMPATIBILITY. ALL NINTENDO PRODUCTS ARE LICENSED BY SALE FOR USE ONLY WITH OTHER AUTHORIZED PRODUCTS BEARING THE OFFICIAL NINTENDO SEAL OF QUALITY.

SQUARESOFT®

©1995 SQUARE Co., Ltd. All Rights Reserved.
CHRONO TRIGGER™ is a trademark and SQUARESOFT® is a registered trademark of SQUARE Co., Ltd.
©1991 Bird Studio/Shueisha

THE WORLD OF CHRONO TRIGGER

Living in the seemingly peaceful kingdom of Guardia in 1000 A.D., the child CRONO was chosen by guardian spirits to save the world from ultimate devastation. Though Doomsday will not happen until the year 1999, the ancient seeds of destruction were planted long ago by the evil LAVOS. Your mission in the world of CHRONO TRIGGER is to travel back and forth through time to change the course of history, and stop Lavos from succeeding in his dark plan. On your journey, you will battle monsters and meet many helpful people in both the past and the future. Some will become your faithful and powerful companions, while others will give you clues by telling you stories. Pay attention to what they say, and good luck in your adventure.

FUTURE

In the future, 2300 A.D., the world has almost been destroyed by the evil Lavos. Those who survive are hungry, hurt, and hopeless. Find out how to help them, because the future of the world depends on you.

PRESENT

In 1000 A.D., beneath the surface of peaceful surroundings, monsters from the past are scheming to destroy the world while residents, unaware of the approaching peril, celebrate in the kingdom of Guardia.

PAST

Back in 600 A.D., humans are at war against monsters controlled by the evil Prince of Darkness. He has already defeated many Guardia knights, so in order to help them, you must travel even further back - to 65 Million B.C. - when Lavos first arrived on earth.

CAST OF CHARACTERS

In each of the eras Crono travels to, he will be joined by interesting new friends. Each of them has different special abilities.

CRONO

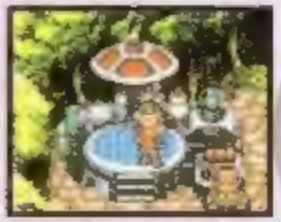
Crono is a typical teenager whom fate chooses to save the world. He is a skilled swordsman, and as he journeys on, he learns Lightning Magic spells.

MARLE

Marle is actually Princess Nadia of Guardia Castle. She grows impatient with royal life and eventually leaves to help Crono. She is good with a crossbow, and learns Water Magic during the adventure.

LUCCA

Lucca is Crono's best friend. She loves science and uses her knowledge to build fantastic machines and very clever weapons. Eventually she learns Fire Magic, a very useful skill.



FROG

Frog, once a Guardia Knight, was beaten very badly and turned into a frog. He is an accomplished swordsman who also uses Water Magic well.

ROBO

You find Robo in a collapsed dome in 2300 A.D., trying to remember his master's directions. He is very powerful and skilled with electric weapons.

AYLA

Ayla is primitive but strong. She is trying to save her group from the reptites. She can break huge stones with a punch or a kick. With her strength, she doesn't need to use magic.

BASIC CONTROLS

Here is the configuration of the Controller for Chrono Trigger. Later you will see how you can change it to suit your own style.

SUPER NES CONTROLLER

CONTROL PAD Use the Control Pad to move your characters around. It is also used to move the cursor and to switch window displays.

SELECT BUTTON In the Landscape Screen (page 17), use the Select Button to open the World Map.

START BUTTON The Start Button pauses the game during play. It is also used to continue when you have finished inputting your name.

A BUTTON You will use the A Button most often. It is the "action" button. Use it to choose commands and to do things like open chests, enter doors, and talk to people.

X BUTTON Use the X Button to open the Menu Screen (page18).

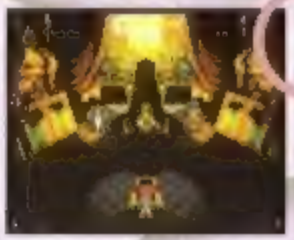
Y BUTTON The Y Button opens the Character Switch Screen (page 27) when you're in the Map Screen or Field Screens. When you are in the Time Machine, the Y Button opens the Time Gauge.

B BUTTON In the Field Screen, holding the B Button while walking allows you to "Dash."

L/R BUTTON In battle, hold these down together to run away. When using the Time Gauge (page 54), push the L and R Buttons to select the era you want to travel to. Also, press L+R+Start+Select to reset the game.

GETTING STARTED

Make sure the power is turned off on your Control Deck. Insert the Game Pak into the slot on top of the Deck, and then turn the power on.



DEMO SCREEN

The Demo Screen shows you scenes from the game. To skip it, simply push the A Button.

NEW GAME

To begin a new game, choose "New Game" on the opening Menu Screen by using the Control Pad and push Start.

CONTINUE THE GAME

Instead of selecting "New Game," you can select a saved game and start from wherever you last saved.

BATTLE MODE ACTIVE & WAIT

There are two different modes used in battle: Active and Wait. You can also choose either one in the Config. Screen (page 23).

ACTIVE

Active is for the seasoned pro. When you choose this mode, monsters will not wait for you to decide on your plan of attack.

This is a more thrilling battle mode, but you must decide quickly what to do.

WAIT

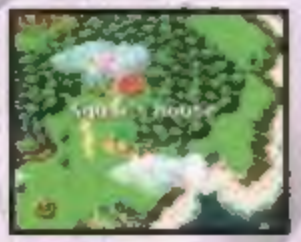
Wait is for beginners. You will have more time to decide on an attack method.

INPUT NAMES

Follow the instructions below to input a name at the beginning of a game, or to change that name later on.

CHANGING NAMES

To input or change a name, first choose a letter with the cursor and push the A Button. Repeat until you have spelled your name, then push Start. If you input a wrong letter, push B to erase the letter and continue.



Whatever name you choose will be displayed throughout the game.

SAVING PROGRESS

You can save up to three different games. Likewise, there are three places from which you can begin a saved game. When you resume playing a saved game, you may begin from any one of those three saves.

MAP SCREEN

While on the Map Screen, you can open the Save Screen at any time to save your game.

SAVE POINTS

There are save points throughout the game. Access the Save Screen in the Main Menu (page 18) by standing on the save point and pushing X.

THE END OF TIME

When you reach "The End of Time," be sure to save your game at the save point.

MAIN SCREEN: 1 FIELD SCREEN

The Field Screen is where most of the action takes place. You will see this screen when you are inside houses, caves, etc.

INSIDE HOUSES

You will have many conversations with people inside houses. Push A to talk with them. You will also discover various items:

TREASURE BOX
Push A to open a Treasure Box and retrieve the items inside.

FOOD
Push A to pick up food you find. This will refill HP and MP.

DOOR
Push A to open doors in front of you.

STAIRS
You can go up or down stairs. Use the control pad for direction.

DUNGEONS

Dungeons are full of monsters and traps. When you run into or touch monsters, you will automatically engage in battle (page 28).

MAIN SCREEN: 2 MAP SCREEN

The Map Screen displays the world you are in. When you approach a building or a geographical area, it will show you the name. To enter a building or area, push the A Button.

LANDSCAPE

In Landscape view, you move around between buildings, caves and other locations. When you are near the area you want to enter, push A.

BUILDINGS
Only certain color buildings are accessible.

FOREST
Forests are full of monsters. Also, look for hidden chests.

MOUNTAINS
Mountains, too, are full of monsters. Use caution.

CAVES
You will find both useful items and dangerous monsters in caves.

WORLD MAP

From the Landscape Screen, push Select and you will access theWorld Map. A dot on the map indicates your location.

SUB SCREEN: 1 STATUS

Push the X Button to access the Main Menu screen. A menu with six icons will appear. Use the Control Pad to move the cursor, and the A Button to make a selection.

A CHARACTER STATUS
B ITEM
C TECH
D CONFIG.
E CHARACTER ORDER
F DATA SAVE

CHARACTER STATUS A

This screen lets you know how each member of your party is doing. You can also equip your characters from here.

1

CURRENT LEVEL

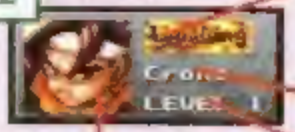
HIT POINTS
Hit Points determine how much damage you can take. Be sure to keep your HP levels high.

MAGIC POINTS
Casting a spell requires a certain number of Magic Points. This shows how many you have.

ATTACK POWER

DEFENSE POWER

2



TYPE OF MAGIC
This tells you which of the four types of magic your character is able to learn.

CHARACTER NAME

CHARACTER'S FACE

CURRENT LEVEL

3

CURRENT EQUIPMENT
This list tells you, by name, what equipment you are currently using. Also, the icons show you what the items look like.

4

ITEM NAME
This lists the items you are currently holding. You can also equip these items when necessary.

5

POWER
The higher your power, the stronger you are.

SPEED
Higher numbers make you faster in battle.

EVADE
This number shows how well you can evade attacks.

MAGIC DEFENSE
With a high number you can better resist spells cast upon you.

HIT
Shows your ability to strike a target.

MAGIC
This indicates the strength of your magic.

STAMINA
The higher the number, the faster your HP will grow at level up.

EXP
This shows your experience points.

NEXT
This shows how many experience points you need to reach the next level.

EQUIP ITEMS

Throughout the game you can find or buy additional weapons and armor. When you equip these items, pay attention to your status. Sometimes your levels can affect an item's effectiveness.

First choose the character you want to equip.

Next choose the item you want to change.

Finally choose the item you want to replace it with.

EQUIPMENT ICONS

Each item has an icon that goes with it. Below are descriptions of those items.

SAMURAI SWORD
Used by Crono only

CROSSBOW
Only Marle can use this.

GUN
Only Lucca can use this

SWORD
This is for Frog only

PARTS
These are for Robo only.

HELMET
Everyone can wear this.

ARMOR
These can be shared.

ACCESSORY
These can also be shared.

USING THE SCREEN: 2

ITEMS

ITEM SCREEN

This screen shows you all the items your party is currently holding.

USE/MOVE
Select to use or move items

ORGANIZE
This allows you to organize your items by their category.

ITEM DESCRIPTION
This tells you what the selected item does

ITEM NAME This is the name of the item.

USING ITEMS

Items you can use during battle and in the field will be highlighted in yellow. Other items will be in white.

Move the cursor to the item and push A.

ORGANIZE

This command organizes your items for you automatically. (You don't have to move them manually.)

Select Organize. Push A.

SUB SCREEN: 3
TECH SKILLS

TECH SKILLS SCREEN

Tech is your special attack ability. As you play and win battles, you gain more Tech Skills. You can also use certain Tech Skills with other characters.

CHARACTER
This is the character you have selected.

COMBINATIONS
Tech can be used with one, two or three characters.

TECH NAMES
These are the Tech Skills the character knows.

MAGIC POINTS
This is how many Magic Points it takes to use this Tech.

TECH DESCRIPTION
This describes the effect of the selected Tech.

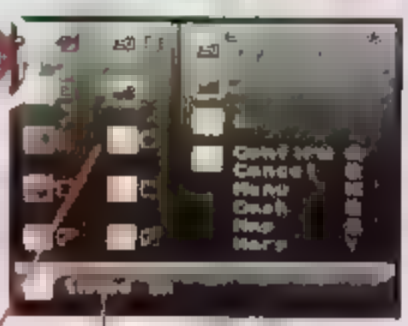
USE MAGIC

When you are in this screen, the Tech Skills highlighted in yellow are the ones you can use.

Marle uses her Tech ability to heal Crono.

SUB SCREEN: 4
CONFIGURATION

CONFIGURATION SCREEN



Here you can change features such as music, text speed, etc. You can configure your game any way you like it.

SYSTEM ICONS
Each icon represents a game function.

FUNCTION DESCRIPTION
This tells you what the selected function does and how it is currently configured.

SOUND SELECT
You can choose either stereo or mono sound.

BATTLE CURSOR
This allows you to program your favorite attack and use it automatically.

BATTLE MODE
You can choose Active or Wait (described on page 13).

SKILL/ITEM POSITION
Use this to automatically choose tech skills and items.

MENU CURSOR
Use this to automatically select the same sub-screen every time you press the X Button.

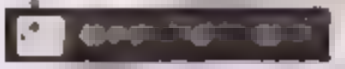
BATTLE SPEED
Use this to change battle text speed and Battle Gauge speed (1 is fast, 8 is slow).

WINDOW COLOR

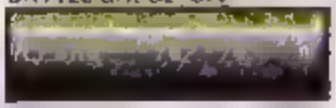
Use this to change the color of the text windows to suit your taste

BATTLE GAUGE

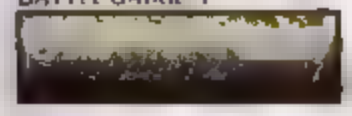
There are two types of battle gauges Here you can choose fast or slow or turn the gauge off



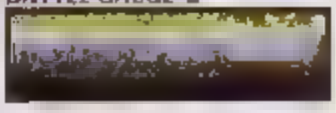
BATTLE GAUGE OFF



BATTLE GAUGE 1



BATTLE GAUGE 2



CONTROLLER

Here you can change the configuration of the buttons For example if you feel more comfortable using the B Button for action you may do so

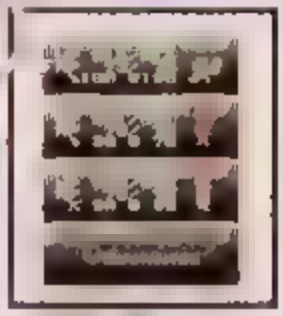
SKILL/ITEM DESCRIPTION

You may turn off the Tech Descriptions during battle if you want

SUB SCREEN 5
CHARACTER CHECK

CHARACTER EXCHANGE SCREEN

During play you may want to change your party's configuration For example, occasionally a certain character is required to ask questions of others, and in battle, one character may be more effective than another



To move characters around move the cursor to a character and push A. Then move the cursor to where you want to place that character and push A

If the window is dark, you cannot move the character displayed there.

SUB SCREEN: 6
SAVE

SAVE SCREEN

To access the Save screen, choose the icon that looks like a pencil writing on paper.

THREE DATA FILES
You may save your game in each of the 3 available files.

PARTY MEMBERS
These are the characters you had in your party when you last saved.

CURRENT ERA
This tells you what era you were in when you saved.

TIME PLAYED
This is the amount of time you had invested in the game when you last saved.

SAVE TIMES
This is how many times you have saved your game.

GOLD
This shows how much gold you have.

This information will change depending on the file you have chosen.

When you save your game the time will change.

SWITCH CHARACTERS

SWITCH CHARACTERS

To switch characters in your party, push Y. You need at least four characters, and you can switch at any time except in battle. You should do so often, as high levels are important for all characters to perform at their peak.

To switch characters move the cursor with the Control Pad and push A. You cannot select characters with dark screens.

Change your characters often to build levels and learn more techniques.

BATTLE SCREEN

BATTLE SCREEN

A battle starts when you touch or run into a monster or group of monsters. You can try to run away but you must fight them to build up your levels.

MESSAGE WINDOW
This tells you what's happening like who you are battling and what Tech you are using

HIT POINTS REMAINING
This tells you how many hit points you have left

ENEMIES
You know who they are!

BATTLE CURSOR
This shows who will fight next

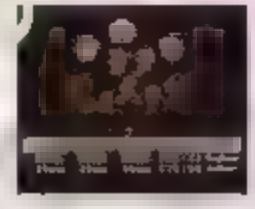
BATTLE GAUGE
If your Battle Gauge is on, it must be full before your next attack.

BATTLE COMMANDS
These are your choices for attack. Each choice has a time and place described on page 30.

ATTACK
TECH
ITEMS
COMBINATIONS

BATTLE SEQUENCE

This is an example of a typical battle sequence.

1) 

When you run into an enemy or group of enemies, the action bar will appear

When the Battle Gauge is full you are able to attack (or you can run away by holding L/R together).

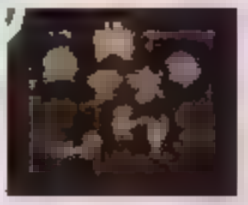
2)

3)

Choose from one of the three commands.

4)

Choose the enemy or group of enemies you wish to attack. It is possible to attack more than one monster at a time.

5) 

To win you must defeat all the enemies

ATTACK

When you encounter an enemy, choose your strategy wisely

You are unable to fight until your Battle Gauge is full

Choose ATTACK if you are strong enough for hand to hand combat

Hit the enemies with your weapon.

TECH

Tech is your special attack capability. It can be done alone or in groups of two or three characters. If you are using more than one, it is called "Combo"

Choose a Tech. If you want to use a combination Tech, you have to wait for the other characters Battle Gauges to reach full power

ITEMS

You can also choose to take your turn by using an Item. For instance, you may need to heal yourself with Tonic.

Use an Item to recover lost Hit or Magic Points. You'll be refilled and ready to battle

COMBINATIONS

When more than one character is ready for Battle, and they both have learned Tech skills, Tech will change to Combo.

Wait for Tech to change to Combo.

Some Tech attacks can affect all monsters.

Choose Double or Triple Tech

STATUS TROUBLE

Sometimes in battle, monsters will cast spells or use weapons that will cause certain damage to your character. Here are seven of them.

POISON
Slowly decreases your HP and attack power during battle

BLIND
This makes it more difficult to hit your enemy

SLOW
This slows down your Battle Gauge speed.

LOCK
This disables you from using your Tech powers

SLEEP
You fall asleep. You can't fight back and your Defense Power goes down. Only when you are hit will you wake up.

STOP
You can't do anything until you are healed by another character

CONFUSE
This causes your head to get cloudy. Sometimes you will attack your own party

TECH AND MAGIC COMBINATIONS

Below are the explanations of Tech and Magic, as well as their differences and similarities.

SINGLE TECH & COMBINATION

Single Tech is a Tech you use by yourself. Combo is an attack that uses two or three characters.

TYPES OF MAGIC

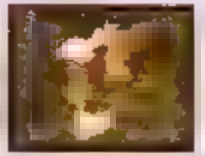
Magic: Lightning, Water, Fire and Shadow. When the first three are combined you get Shadow Magic, the strongest type. The Evil force uses Shadow Magic. Each type of Magic affects different enemies.

HOW CAN YOU LEARN MAGIC?

When you start, you don't know any Magic. Once you have met Spekkio (page 55), he will enable you to learn Magic.

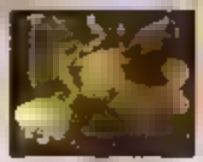
SINGLE TECH
CRONO

CYCLONE
You dash into an enemy group and slash at them as if you were a cyclone



SLASH
With a quick sword move you slash in a straight line

LIGHTNING
You strike an enemy with lightning



SPIN CUT
You cause twice as much damage as you would in a normal attack

LIGHTNING 2
You strike all enemies with lightning

LIFE
You can bring characters whose HPs are at 0 back to life

CONFUSE
You jump on an enemy's head and slash four times

LUMINAIRE
You emit a pure ray of light affecting all enemies

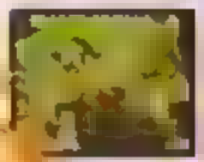
SINGLE TECH
MARLE

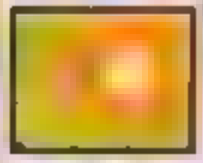
AURA
Aura partially recovers another character's HP

PROVOKE
She taunts and confuses an enemy

ICE
She shoots a huge block of ice at an enemy

CURE
Almost completely recovers one of her party's HP





HASTE
Marle speeds up one party member's Battle Gauges.

ICE 2
She can shoot an even bigger block of ice at all enemies.

CURE 2
Completely recovers a character's HP

LIFE 2
Revives a character and restores full HP

SINGLE TECH
LUCCA

FLAME TOSS
Lucca throws a line of flames at an enemy or group of enemies

HYPNO WAVE
Renders all of her enemies unconscious

FIRE
She can use flames against an enemy

NAPALM
She throws a napalm bomb to defeat her enemies

PROTECT
Increases a character's defense against physical attack.

FIRE 2
She can throw even bigger flames at her enemies

MEGA BOMB
This strong blast causes major damage to any monsters around

FLARE
She can heat her enemies by using a fire beam

SINGLE TECH
FROG

SLURP
Frog does this to recover some of a character's HP

SLURP CUT
He catches and drags an enemy with his tongue and then slashes at him

WATER
He can shoot a water bubble and damage his enemy

HEAL
This will help recover some of his party's HP

LEAP SLASH
He jumps on an enemy and slashes him from head to toe

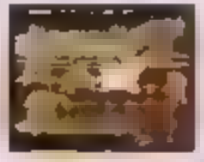
WATER 2
He shoots lots of water bubbles to attack his enemies.

CURE 2
Completely recovers one of his party's HP

FROG SQUASH
He summons a bigger frog that drops on the enemy

SINGLE TECH
ROBO

ROCKET PUNCH
Robo shoots a fist at an enemy



CURE BEAM
This party recovers a character's HP

LASER SPIN
He spins and emits a powerful laser beam.

ROBO TACKLE
Robo can dash and hit an enemy with a body slam.

HEAL BEAM
This recovers some of his party's HP

UZI PUNCH
Robo hits an enemy many times with this powerful fist

AREA BOMB
He'll hit any enemies in sight with this bomb

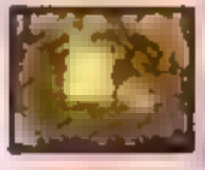
SHOCK
Robo radiates a plasma beam, hitting all enemies

SINGLE TECH
AYLA

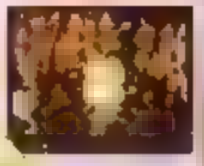
KISS
Ayla recovers characters status and some HP

ROLLO KICK
She can jump kick at an enemy

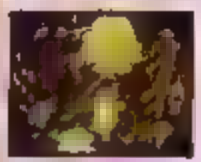
CAT ATTACK
She uses her teeth and nails to bite and slash an enemy



ROCK THROW
She can grab an enemy and throw him



CHARM
She stuns an enemy with her charm and steals an item.



TAIL SPIN
She spins causing a tornado that hits any enemies around

DINO TAIL
She summons a large dinosaur who causes damage to all enemies

TRIPLE KICK
She jumps and kicks an enemy three times.

DOUBLE TECH
CRONO + MARLE

AURA WHIRL
Crono and Marle spin and recover some of the party's HP

ICE SWORD 2
Crono and Marle can do even more damage to enemies

ICE SWORD
They attack an enemy with a magical ice sword

DOUBLE TECH
CRONO + LUCCA

FIRE WHIRL
Crono and Lucca spin and attack a group of monsters with fire

FIRE SWORD 2
Crono and Lucca can attack a group of enemies with this magic sword.

FIRE SWORD
They attack only one enemy with their fire sword.

DOUBLE TECH
CRONO + FROG

X STRIKE
Crono and Frog dash in an X formation

SPIRE
Frog stabs the enemy and Crono strikes lightning on them.

SWORD STREAM
Frog creates a waterfall and Crono drops from it onto an enemy

DOUBLE TECH
CRONO + ROBO

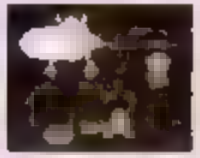
ROCKET ROLL
Crono jumps on Robo's shoulders and they spin shooting a beam at the enemy.

SUPER VOLT
Crono gives lightning power to Robo who spins and shoots a high voltage beam at enemies.

MAX CYCLONE
Robo holds Crono and spins slashing at the enemy

DOUBLE TECH
CRONO + AYLA

DRILL KICK
Crono throws Ayla, and she drops onto an enemy and kicks it in the head



FALCON HIT
Ayla throws Crono and he slashes the enemy

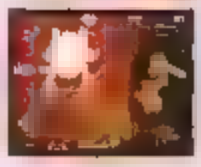
VOLT BITE
With the help of Crono's Thunder Magic, Ayla bites an enemy

DOUBLE TECH
MARLE + LUCCA

ANTIPODE
Marle's Water and Lucca's Fire Magic combine to create a deadly energy field.

ANTIPODE 3
This is the strongest version of Antipode: it affects all enemies.

ANTIPODE 2
A stronger version of Antipode: it affects a group of monsters.



DOUBLE TECH
MARLE + FROG

ICE WATER
Marle and Frog's Water Magic combine into an ice shower that affects all enemies

DOUBLE CURE
Marle and Frog recover party's HP

GLACIER
They shower huge icicles on the enemies

DOUBLE TECH
MARLE + ROBO

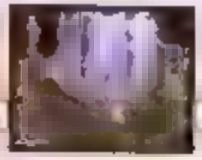
AURA BEAM
[illegible] emit an aura that recovers some of the party's HP

CURE TOUCH
They release healing Magic that recovers most of the party's HP

ICE TACKLE
Robo's Icicle Magic power helps him tackle an enemy

DOUBLE TECH
MARLE + AYLA

TWIN CHARM
Marle and Ayla flust r the enemy and recover an item

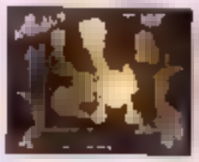


CUBE TOSS
Ay a throws a huge ice cle at a group of

ICE TOSS
Ayla throws ice rocks made by Mar e at a group of enemies

DOUBLE TECH
LUCCA + ROBO

FIRE PUNCH
Robo punches a group of enemies w th Fire Magic power



DOUBLE BOMB
Robo atches a negaton bomb thrown by Lucca and its amp fied explosive power affects the enemies near Robo.

FIRE TACKLE
Robo becomes engulfed in flames and tackles an enemy.

DOUBLE TECH
LUCCA + FROG

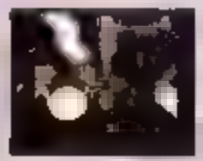
ED PIN
g jumps and shes an emy with a e sword

FROG FLARE
They summon a huge frog that attacks with Fire Magic power

NE BOMB
cca throws mbs while g flies into a e of enemies d slashes em

DOUBLE TECH
LUCCA + AYLA

FLAME KICK
vla's feet tch on fire and e kicks an emy



BLAZE KICK
Ayla jumps using Fire Mag c power and kicks an enemy

RE WHIRL
romado of mes from cca and Ayla tacks the

DOUBLE TECH
FROG + ROBO

BLADE TOSS
Robo throws Frog and he attacks an enemy with his sword

CURE WAVE
Frog and Robo's combined power recovers all of the party's HP

BUBBLE SNAP
Inside a big bubble Robo is lifted and then dropped on an enemy

DOUBLE TECH
FROG + AYLA

SLURP KISS
This kiss cures all of the party's ailments

DROP KICK
Frog and Ayla jump together and stab an enemy

BUBBLE HIT
Ayla inside a bubble is dropped on an enemy

DOUBLE TECH
ROBO + AYLA

BOOGIE
Ayla and Robo cast Stop spell while circling the enemy

BEAST TOSS
Robo and Ayla throw an enemy resulting in major damage.

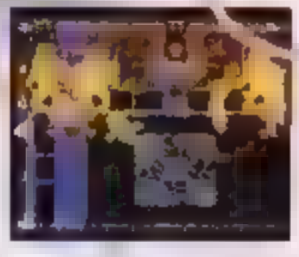
SPIN KICK
Robo throws Ayla and she spins and kicks the enemy

TRIPLE TECH
CRONO + MARLE + LUCCA

DELTA FORCE
Light Fire and Water Magic mix to create an energy triangle that delivers maximum damage to all enemies

TRIPLE TECH
CRONO + MARLE + FROG

ARC IMPULSE
Marle uses Ice Magic while Crono and Frog jump and slash an enemy.



TRIPLE TECH
CRONO + MARLE + ROBO

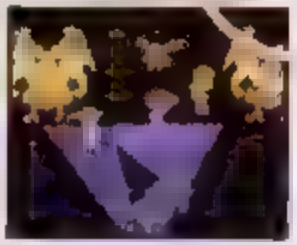
LIFE LINE
Allows each member to recover one time when he or she has been injured.

TRIPLE TECH
CRONO + MARLE + AYLA

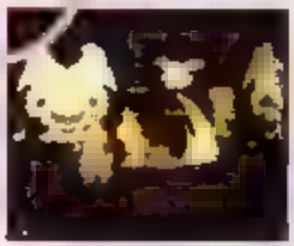
FINAL KICK
Ayla gives an enemy a spiral kick with Lightning and Water Magic power

TRIPLE TECH
CRONO + LUCCA + FROG

DELTA STORM
Lightning, Fire and Water Magic combine, creating another triangle of energy delivering maximum damage to all enemies



TRIPLE TECH
CRONO + LUCCA + ROBO



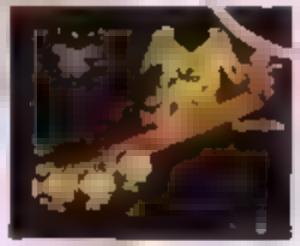
FIRE ZONE
Crono lights on fire. Robo grabs him and spins him and Crono slashes at all nearby enemies

TRIPLE TECH
CRONO + LUCCA + AYLA

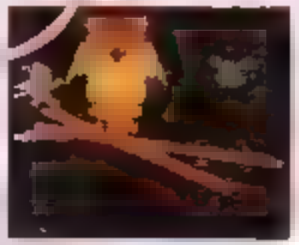
GATLING KICK
Ayla gives an enemy a spiral kick with Lightning and Fire Magic

TRIPLE TECH
CRONO + FROG + ROBO

TRIPLE RAID
Crono, Frog and Robo attack an enemy simultaneously



TRIPLE TECH
CRONO + FROG + AYLA



3D ATTACK
Ayla joins Crono and Frog's X Strike attack and they deliver heavy damage to an enemy

TRIPLE TECH
CRONO + ROBO + AYLA

TWISTER
Crono, Robo & Ayla spin to create a giant tornado damaging all enemies in sight

HOW TO RAISE TECH LEVELS

As you battle monsters, you gain Tech points. Your Tech Levels raise as you collect more points. Switch characters frequently so each one achieves high Tech levels.

MP AND DOUBLE TRIPLE TECH

Each member needs to have the required MP to use Double and Triple Tech attacks.

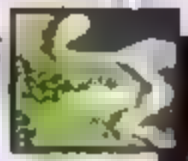
VILLAGE LOCATIONS

Each village has two very important places you should visit - the Inn and the Market.

INNS

Go to the Inn in each village. Even if you don't need rest, there will be people to talk to and items to find. Of course, if you sleep at the Inn, your HP and MP will be completely refilled.

MARKETS



Here is where you purchase items like weapons, armor, tonics and other things you will need on your journey.

To see whether you made a good or bad purchase, look at the color of your attack numbers. Blue numbers mean you have added to your abilities; white numbers show you have remained the same; and gray ones mean you've decreased your level.

ITEM DESCRIPTION
This describes what the item does.

ITEM PRICE LIST
This is a list of the wares for sale in a village, and what they will cost.

MONEY
This is how much gold you are holding.

STRENGTH
This displays the item's attack or defense power.

OWN/EQUIP
These show the quantity of items you have equipped and items you are carrying.

CHARACTER LIST
This lists the characters in your party and describes weapon and armor levels.

When you buy items, the characters that can equip them will jump up and down.

METHODS OF TIME TRAVEL

There are two types of time travel - Time Gates and the Time Machine. (Time travel is not always an option.)

TIME GATES

To activate a Time Gate, simply go near it and push A. Only then will you know where it will take you.

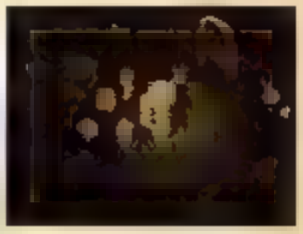
TIME MACHINE

At some point you will find a Time Machine. With this you can go to any era you want. The Time Machine can also be used as an air vehicle.

To open the Time Gauge press Y when you are in the Time Machine

THE END OF TIME

This world exists beyond the realm of time. It is the most important place in this game. You must figure out why it exists and how to use it.



TIME GATES

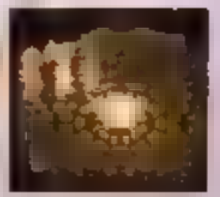
Each era is connected to this world by a Time Gate. In order to get to the Time Machine, you will need to use these gates.

OLD MAN

An old man lives in this place. You do not know who he is, but he will give you useful knowledge if you ask.

SPEKKIO

Spekkio can teach you magic. If you decide to fight him and win, he will reward you with useful items.



WEAPONS AND ARMOR LIST

WEAPONS

Following is a list of weapons you will use throughout the game. Each weapon, when it's equipped, affects your Attack power.

Name	Price	Description
Aeon Blade		Increases attack points by 70
Air Gun		Increases attack points by 5
Alloy Blade	21000 G	Increases attack points by 110
Auto Gun	1200 G	Increases attack points by 15
Big Hand	18000 G	Increases attack points by 105
Bull Sword		Increases attack points by 25
Bronze Bow		Increases attack points by 3
Bronze Edge		Increases attack points by 6
Comet Arrow	7800 G	Increases attack points by 80
Dart Gun	850 G	Increases attack points by 7
Demon Edge	1700 G	Increases attack points by 40 gives 1.5 times damage to Magical creatures
Doom Finger		Increases attack points by 50
Dream Bow		Increases attack points by 60
Dream Gun		Increases attack points by 60
Flash Blade	18000 G	Increases attack points by 90
Heaver		Increases attack points by 43 and agility by 2
Flint Edge		Increases attack points by 40

Name	Price	Description
Hammer Arm	3500 G	Increases attack points by 25
Iron Blade	350 G	Increases attack points by 7
Iron Bow	800 G	Increases attack points by 15
Iron Sword		Increases attack points by 10
Kaiser Arm		Increases attack points by 120
Lode Bow		Increases attack points by 20
Lode Sword	4000 G	Increases attack points by 20
Magma Hand		Increases attack points by 70
Masamune		Increases attack points by 75
Megablast		Increases attack points by 80
Megaton Arm	15000 G	Increases attack points by 90
Mirage Hand		Increases attack points by 30
Mop		Increases attack points by 1
Pearl Edge	22000 G	Increases attack points by 105 gives 1.5 times damage to Magical creatures
Plasma Gun	3200 G	Increases attack points by 25; sometimes stops robotic enemies
Red katana	4500 G	Increases attack points by 30; increases Magic points by 2
Robin Bow	2850 G	Increases attack points by 25
Ruby Gun		Increases attack points by 40
Rune Blade		Increases attack points by 120; increases Magic power by 4
Sage Bow		Increases attack points by 40
Shock Wave		Increases attack points by 110; sometimes confuses enemies
Sonic Arrow		Increases attack points by 130; sometimes decreases enemy's agility
Star Sword		Increases attack points by 126

Name	Price	Description
Steel Sabre	800 G	Increases attack points by 15
Stone Arm		Increases attack points by 40
Swallow		Increases attack points by 145; agility points by 3
Tin Arm		Increases attack points by 20
Vedic Blade		Increases attack points by 135
Wood Sword		Increases attack points by 3

ARMOR & HELMETS

Following is a list of armor and helmets. Each armor or helmet will affect your Defense power differently when it's equipped.

Name	Price	Description
Aeon Helmet		Increases defense points by 33
Aeon Suit		Increases defense points by 75
Beret	700 G	Increases defense points by 17
Black Vest		Increases defense points by 45; Absorbs 50% of Shadow Magic attack damage
Blue Vest		Increases defense points by 45; Absorbs 50% of Water Magic attack damage
Bronze Mail	520 G	Increases defense points by 16
Bronze Helmet	200 G	Increases defense points by 8
Cera Topper		Increases defense points by 23
Dark Mail		Increases defense points by 45; Increases Magic defense points by 5
Flash Mail		Increases defense points by 64
Glow Helmet		Increases defense points by 25
Gold Helmet		Increases defense points by 18

Name	Price	Description
Gold Suit	1300 G	Increases defense points by 30
Hide Cap		Increases defense points by 3; Crono wears it [illegible]
Hide Tunic		Increases defense points by 5
Iron Helmet	500 G	Increases defense points by 14
Iron Suit	800 G	Increases defense points by 28
Karate Gi	300 G	Increases defense points by 10
Lode Helmet	6500 G	Increases defense points by 29
Lode Vest	8500 G	Increases defense points by 71
Lumin Robe	6500 G	Increases defense points by 52
Maiden Suit		Increases defense points by 18
Mermaid Cap		Increases defense points by 35
Meso Mail		Increases defense points by 63; Increases Magic defense points by 5
Mist Robe		Increases defense points by 54
R'bow Helmet		Increases defense points by 35; Cuts 50% of Lightning Magic attack damage
Red Vest		Increases defense points by 45; Absorbs 50% of Fire Magic attack damage
Rock Helmet		Increases defense points by 20
Ruby Vest		Increases defense points by 45; Reduces Fire Magic attack by 50%
Taban Helmet		Increases defense points by 24; Increases Magic defense points by 10
Taban Suit		Increases defense points by 79; agility points by 3; gives some protection from Fire Magic
Taban Vest		Increases defense points by 53; agility points by 3; gives some protection from Fire Magic
Time Hat		Increases defense points by 30; gives some protection from Stop and Slow
Titan Vest	1200 G	Increases defense points by 32
White Vest		Increases defense points by 45; Absorbs 50% of Lightning Magic attack damage

ACCESORIES

Following is a list of accessories. You will gain a special ability associated with each accessory when you equip it.

Name	Description
Bandana	Increases agility by 1 point
Berserker	Increases attack & defense ability but you cannot control character
Black Rock	Allows use of special hidden magic, Dark Eternal
Charm Top	Increases Ayla's charm technique
Dash Ring	Increases agility by 3 points
Defender	Increases Vigor by 2 points
Gold Earring	Increases max. HP limit by 50%
Gold Stud	Reduces MP consumption by 75%
Hero Medal	Increases amt. of Masmune's critical hits
Hit Ring	Increases Strike by 10 points
Magic Ring	Increases Magic power by 6 points
Magic Scarf	Increases Magic power by 2 points
Power Glove	Increases strength by 2 points
Power Scarf	Increases strength by 4 points
Rage Band	When attacked, a character counter-attacks 50% of the time
Ribbon	Increases critical hit number by 2
Sight Scope	Allows character to see enemy's HP (except the boss's)
Silver Earring	Increases max. HP by 25%
Silver Stud	Reduces MP consumption by 50%
Speed Belt	Increases agility by 2 points

Name	Description
Third Eye	Increase dodge ability by 200%
Wall Ring	Increase magic defense power by 10 points
Wallet	Change EXP points to Gold

ITEMS

When your HP or MP is low during or after a battle, you will need these Items. The rate of recovery is different according to each Item.

Name	Price	Description
Barrier		Decreases magical attack damage by 1/3
Elixir		Recovers all HP & MP points
Ether	800G	Recovers 10 MP points
Full Ether		Recovers 60 MP points
Full Tonic	700G	Recovers 500 HP points
Heal	30G	Recovers status
Magic Tab		Increases Magic power by 1 point
Mid Ether		Recovers 30 MP points
Mid Tonic	300G	Recovers 200 HP points
Power Meal		Recovers all HP & MP points
Power Tab		Increases Power by 1 point
Revive	200G	Recovers disability in battle
Shelter	150G	Recovers all HP & MP points when on Map Screen or on a save point
Shield		Decreases physical attack damage by 1/3

Name	Price	Description
Speed Tab		Increases agility by 1 point
Tonic	10 G	Recovers 50 HP points

SPECIAL ITEMS

These special items will help you overcome some difficulties you might encounter at the beginning stage of the game. Remember which era you will find these items.

Name	Description
Bike Key	Necessary to ride jet bike 2300 A.D
Broken Hilt	Necessary to recover Masamune sword 600 A.D
Broken Sword	Necessary to recover Masamune sword 600 A.D
Clone	Tool you get at Leene Square 1000 A.D
Dreamstone	Necessary to recover Masamune sword 65 Million B.C.
Fang	Can exchange for other items 65 Million B.C.
Feather	Can exchange for other items 65 Million B.C.
Gate Key	Activates Time Gate & Time Tunnel 600 A.D.
Horn	Can exchange for other items 65 Million B.C.
Jerky	Give this to someone in 600 A.D. 600 A.D
Pendant	Has special power to open treasure chests and other sealed chests 1000 A.D
Petal	Can exchange for other items. 65 Million B.C.
Race Log	Used to record time of jet bike/ 2300 A.D.
Ruby Knife	Necessary to destroy secret weapon in 12000 B.C.
Seed	Hope for those who live in the future 2300 A.D.

ADVENTURE GUIDE

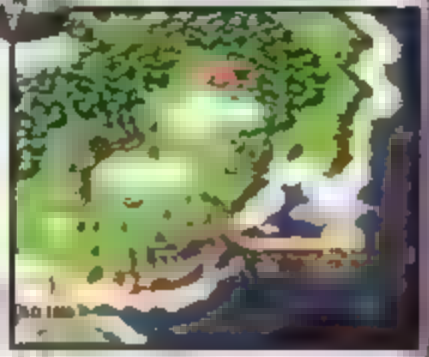
Prepare to embark on a journey of the ages. You will meet many people and see many wondrous things. Use this guide to help you in the beginning.

THE ADVENTURE BEGINS!

THE KINGDOM OF GUARDIA

1000 A.D.

At present in the Kingdom of Guardia, monsters and humans co-exist with each other in peace and harmony. Today they celebrate their kingdom.



GOOD MORNING, CRONO

The scene opens with Crono's mother trying to wake him. Today is the day of the big fair and she doesn't want him to miss it.

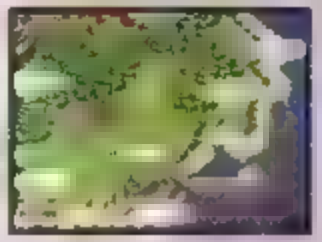
You can stay in Crono's room any time for free

When mother mentions Lucca you will have the opportunity to change Lucca's name if you wish

Go to the far right to find a power tab

VISIT HOUSES

Walk around to all of your neighbors' houses and talk with them. They will have information you may need for your journey.



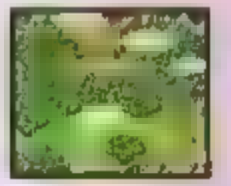
Walk up to the house and push A, this allows you to enter

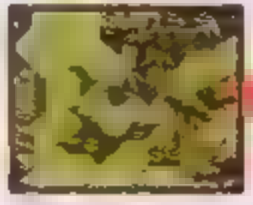
There are people at the Mayor's house with important things to tell you.

This strange box will not open for you , yet Come back later!

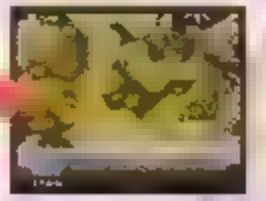
GO TO GUARDIA FOREST

The forest is full of monsters. If you leave them alone they will not bother you. However, to build your levels you should battle them.





Run into these monsters and they're ready to fight



Continue battling to build up your levels

Go to the far right to find a power capsule

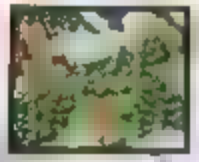
THE CASTLE OF GUARDIA

Right now you can't enter the castle. You'll need to come back later

The guards will not let you in

VISIT LEENE SQUARE

Today, there is a big fair in Leene Square. Go there to check things out and talk to people. Don't forget about the invention Lucca wanted to show you.



Many games are going on at the fair. Check them out.

MINI GAME 1
GATO

This game is with Gato the Singing Robot. If you fight him and win, you will receive 15 silver pieces.

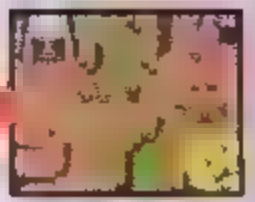
Step right up and enter the ring.

Fight with a group to raise your levels.

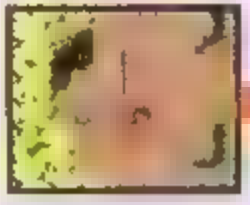
MINI GAME 2
FOOT RACING

This is a game of chance. Bet on the runner you think will win and pick up some silver points.

Go to the race tent to bet.



Ask the old man first, he'll tell you who might win.



Push A

When you are all the way back push A again

MINI GAME 3
BANNER CHALLENGE

Hit the base and ring the bell to win.

MINI GAME 4
GUZZLING CONTEST

How many cans of soda can you drink in the allotted time?

Push A as fast as you can

Drink a total of 8 cans to win

Enter the tent at your own risk

Tell Mr. Bekkler which game you want to play

MINI GAME 5
SHOW TENT

Save your game before you go in. There are three attractions, the second will reward you with a useful item.

CRONO MEETS MARLE

You are so impressed with the fair, you don't notice the girl in front of you and bump into her!

You bump heads

You are given the option to change Marle's name if you wish

Marle wants to stop and shop

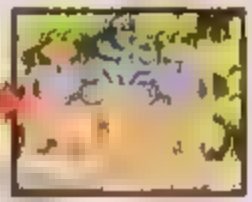
MEET LUCCA

When you find Lucca, she and her father are trying to demonstrate their teleportation device. No one will try it. If you want to try, stand on the left platform Remember to save first.

Lucca lets you in on what's going on

You give it a try for Lucca

Marle also wants to give it a try



A Time Gate opens and swallows her up

You need to go after her

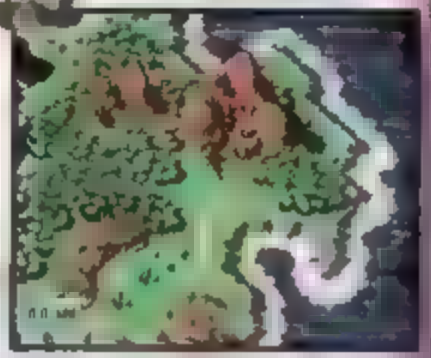
You are also pulled through

Crono is gone but where?

THE ADVENTURE CONTINUES!

Now is the time for the real adventure to begin You are sent to the past, and although you are still in Guardia, it is different

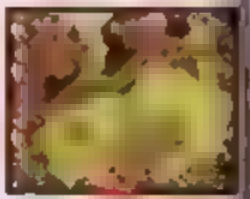
600 A.D. THE KINGDOM OF GUARDIA



WHERE IS THIS !?

When you arrive you have no idea what era you are in.

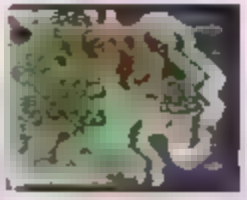
You and old mountain in Guardia Kingdom



Your first battle will most likely be with these little blue creatures

GET INFORMATION

The best way to find out where you are is to ask around Just be nice and people will let you know.



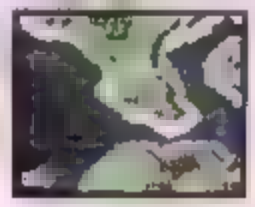
When you exit the mountain look for people to talk with.

Be careful what you say People might think you are crazy.

Go shopping and stock up on neces sary supplies

go to the Inn and rest

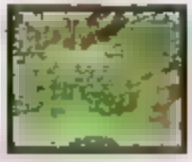
Talk to Toma and he ll give you helpful information



Go to the bridge and see what s happening

GUARDIA FOREST

To make your way to Guardia Castle, you must first go through Guardia Forest. The monsters in this area are not friendly. Be ready for battle.

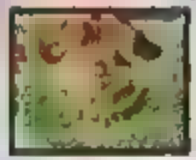


Monsters may be waiting for you to be ready

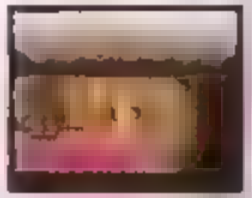
THE CASTLE OF GUARDIA

When you get to the castle the guards won't let you in. The Queen tells them to do so.

The Queen will meet you at the stairs



The Queen's guard will take you to her

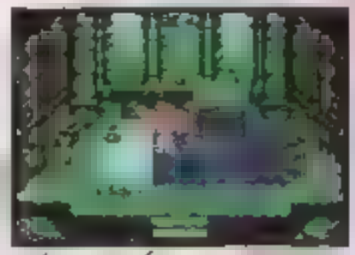


Keep your eyes open for treasure boxes throughout the castle

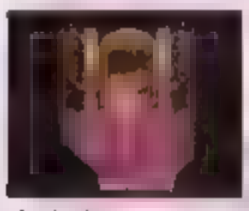
Marle (disguised as the Queen) dismisses her staff so no one becomes suspicious

SEARCH FOR MARLE

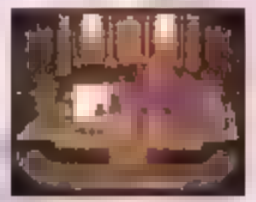
Out of nowhere comes a blue flash of light, and Marle disappears once again. Now what? Lucca arrives in the nick of time



The light flashes and Marle disappears



Just when you thought you had no friends, Lucca appears

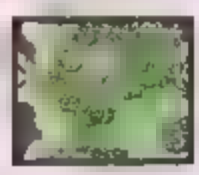


Walk around and talk to everyone to figure out your next move

SEARCHING THE CATHEDRAL

The sister near the organ is the key

Something weird is going on in the cathedral. Talk to the sisters.



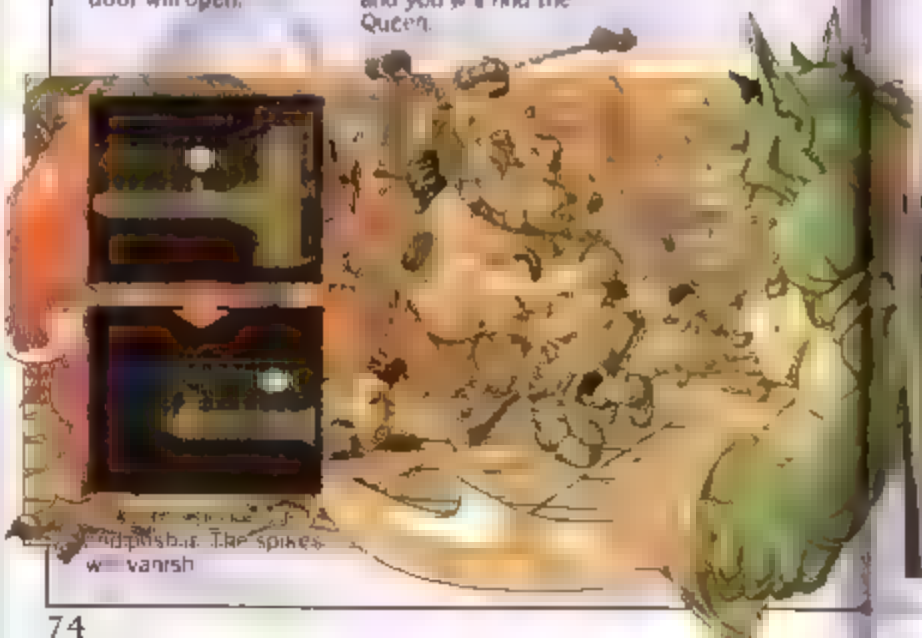
FROG APPEARS

Frog is the Queen's guard and has come to the cathedral to save her. He will also save you from the monsters.

Frog is very proper and galant

Play the organ and a door will open.

Go through the door and you will find the Queen.



[illegible] and push it. The spikes will vanish

OPEN THE HIDDEN DOOR

You will soon come across a message on the wall. There is actually a door here but you must hit the switch to open it

Find the message in the wall next to [illegible] a hidden door

Hit the skull switch and the spikes will again disappear

After you beat the guards play the organ.

The hidden door has now been opened

Now you must fight the evil Chancello

BEAT THE FIRST BOSS

The Chancellor is actually an evil monster posing as a human. Beat him and get the Queen back.

Make sure you save your game before you battle the Chancellor

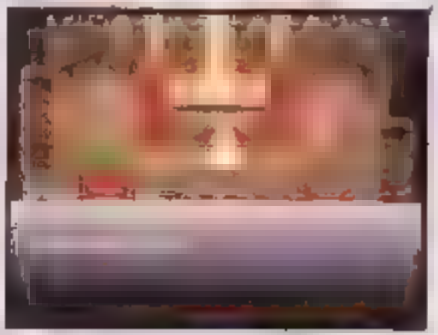
He will transform to his true self an evil monster

Use your Tech attack to fight the Chancellor

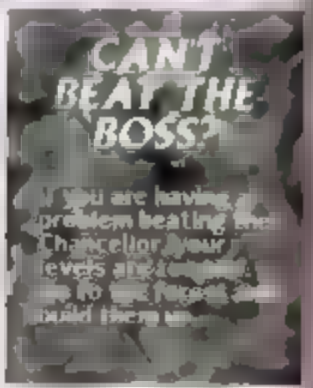
Also use your Combo attack to fight him.

Combo attacks are very effective against him

If your Hit Points get too low use Tonic to refill

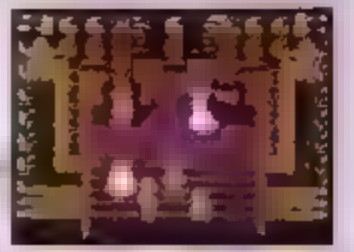


After you win, you will meet the Queen.



CASTLE AGAIN

Go back to the castle and talk to everyone. When you've learned everything, you're ready to go back to 1000 A.D



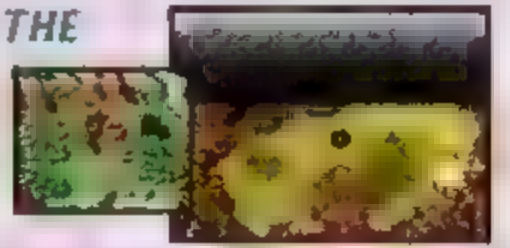
When you return, everyone is very grateful that you have saved the Queen

Marle thinks maybe the group should go back to the future

These three people think Marle looks very much like the Queen.

BACK TO THE FUTURE

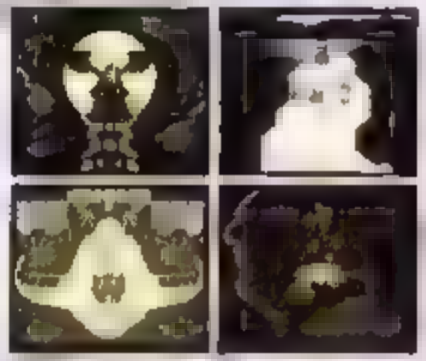
Now it's time to head back to 1000 A.D. Go back up the mountain and find the Time Tunnel. From there you will return home. This has been a very small part of your journey. Good luck with the rest.



Watch out for monsters they are still around

MULTI-ENDING

Depending on where you are when you defeat the final boss, you will get a different ending. Below are some examples of what they may be



ENJOY THE GAME!

RUNNING AWAY FROM REPITITES?
CONFUSED BY KRAWLIE?
IS THE MASAMUNE MISSING?

[illegible] *Chrono Trigger Player's Guide* from the pros at Nintendo can help.

You'll find [illegible] the winning secrets for this awesome epic including **132 pages of maps, strategies, enemy charts** and **step-by-step directions.** Don't get [illegible] back in the dark ages. Call **1-800-255-3700** [illegible] your *Chrono Trigger Player's Guide* for only $14.95. Or ask about how you can get it **free** when you subscribe to *Nintendo Power*.

The Chrono Trigger Player's Guide [illegible] October 1, 199[illegible].

*Canadian resident pay $[illegible].95 canadian funds.

LIMITED WARRANTY

SQUARE SOFT INC LIMITED WARRANTY

SQUARE SOFT Inc warrants to the original purchaser of this SQUARE SOFT Inc software product that the medium on which this computer program is recorded is free from defects in material and workmanship for a period of ninety (90) days from the date of purchase. The SQUARE SOFT Inc software program is sold AS IS and without any expressed or implied warranty of any kind and SQUARE SOFT Inc is not liable for any losses or damages of any kind resulting from use of this program.

If the SQUARE SOFT Inc software product fails to comply with this limited warranty, SQUARE SOFT Inc agrees to either repair or replace at its option, free of charge, the non-complying SQUARE SOFT Inc software product provided it is returned by the original purchaser, postage paid, with proof of purchase to SQUARE SOFT Inc's Factory Service Center.

TO RECEIVE THIS REMEDY

1. DO NOT return your defective SQUARE SOFT Inc software product to the retailer.
2. Send the defective product to SQUARE SOFT Inc Factory Service Center at
   SQUARE SOFT INC
   Westpark G-1 8351 154[illegible] Ave., NE, Redmond, WA 98052
   (206) 861-0303

When you write to us, please provide us with your phone number and a brief explanation of what appears to be wrong with the product. The remedy provided above is your exclusive remedy if the SQUARE SOFT Inc software product does not comply with this Limited Warranty.
This warranty shall not be applicable and shall be void if the defect in the SQUARE SOFT Inc software product has arisen through abuse, unreasonable use, mistreatment, neglect or reasonable wear and tear.

THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS, OBLIGATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE SQUARE SOFT INC. ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL SQUARE SOFT INC BE LIABLE FOR ANY DIRECT, SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THE SQUARE SOFT INC SOFTWARE PRODUCT.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages, so the above limitations and/or exclusions of liability may not apply to you. This limited warranty gives you specific legal rights, and you may also have other rights which vary from state to state.

SQUARESOFT®

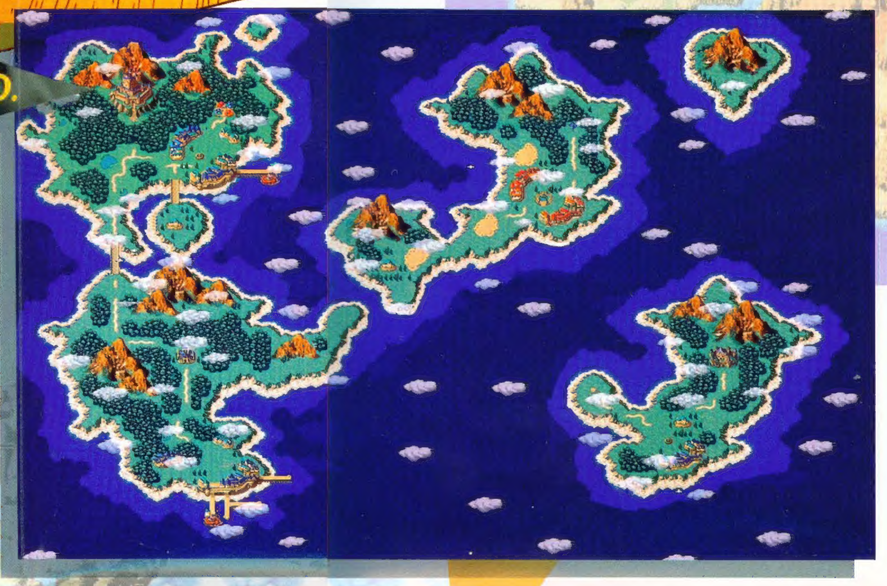
WESTPARK G-1, 8351 - 154TH AVE. N.E.
REDMOND, WA 98052

FOR SQUARE SOFT CUSTOMER SERVICE/GAME COUNSELING,
CALL (206) 861-0303
AUTOMATED: 24HRS.
LIVE SERVICE: MON-FRI, 6AM TO 5 PM PST

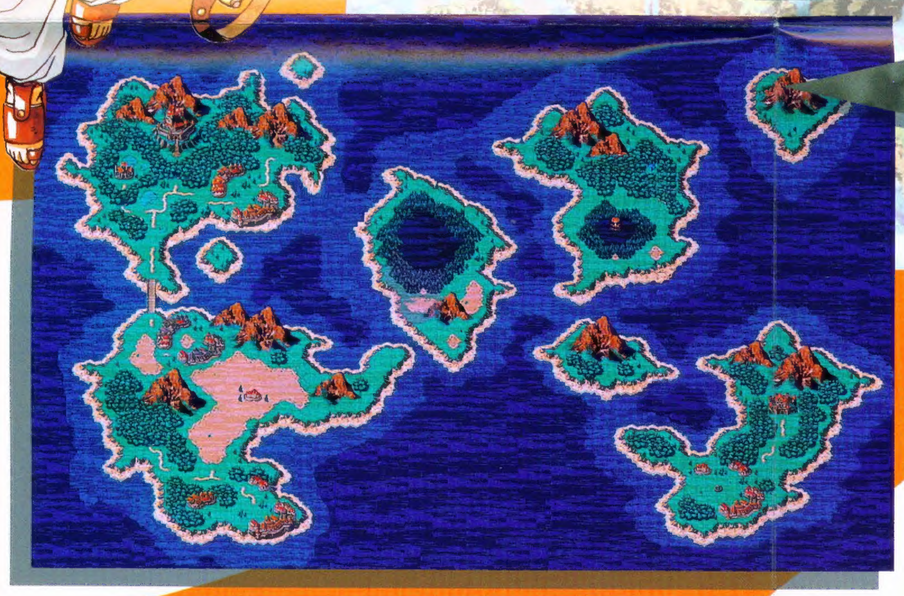
PRINTED IN USA

CHRONO TRIGGER™

POST APOCALYPSE: 2300 A.D.



CRONO'S WORLD: 1000 A.D.



MEDIEVAL KINGDOM: 600 A.D.

THE END OF TIME

SQUARESOFT®

©1995 SQUARE Co., Ltd. All Rights Reserved.
CHRONO TRIGGER™ is a trademark and SQUARESOFT® is a registered trademark of SQUARE Co., Ltd.
©1995 Bird Studio/Shueisha

LICENSED BY Nintendo®

NINTENDO, SUPER NINTENDO ENTERTAINMENT SYSTEM AND THE OFFICIAL SEALS ARE REGISTERED TRADEMARKS OF NINTENDO OF AMERICA INC.
©1991 NINTENDO OF AMERICA INC.

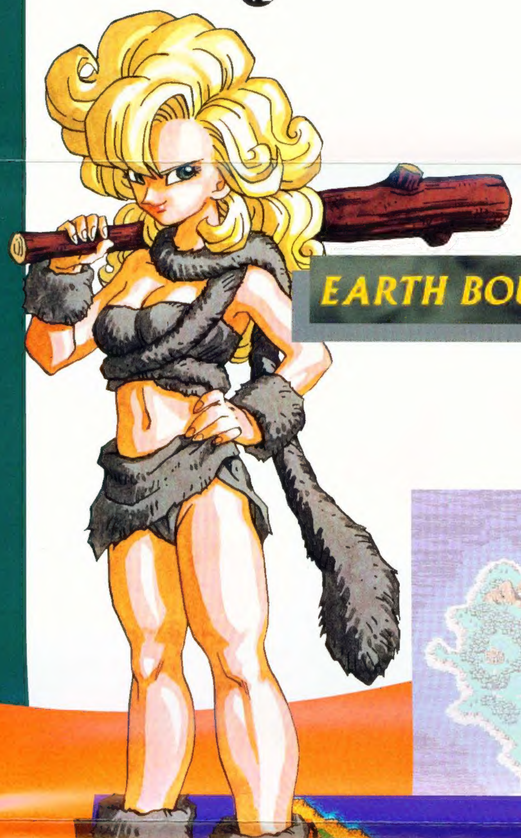
SUPER NINTENDO

CHRONO TRIGGER™

U/P-SNS-ACTE-USA(B)
PRINTED IN USA

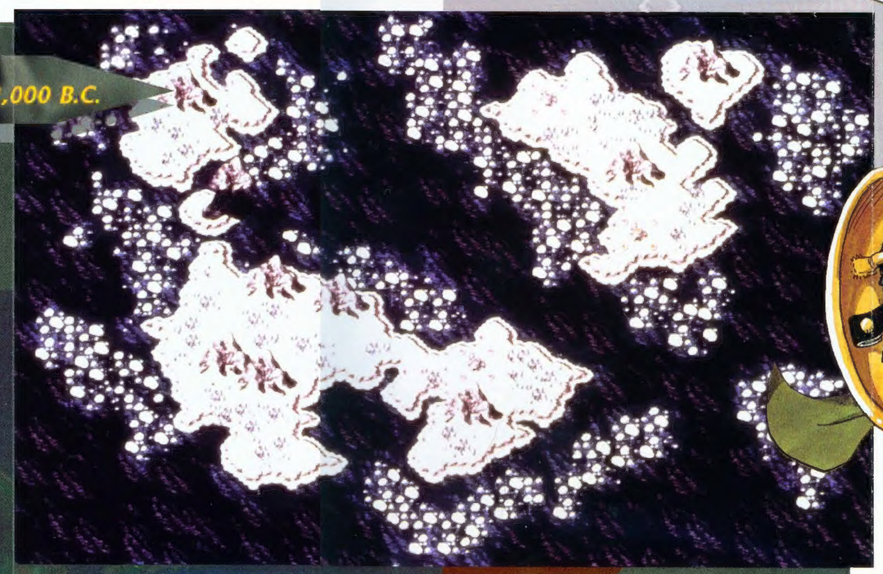
Illustrated by Akira Toriyama

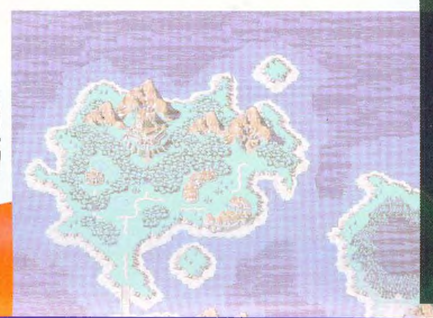
CHRONO TRIGGER™



KINGDOM OF ZEAL: 12000 B.C.

EARTH BOUND VILLAGE: 12,000 B.C.





PREHISTORIA: 65,000,000 B.C.

SQUARESOFT®

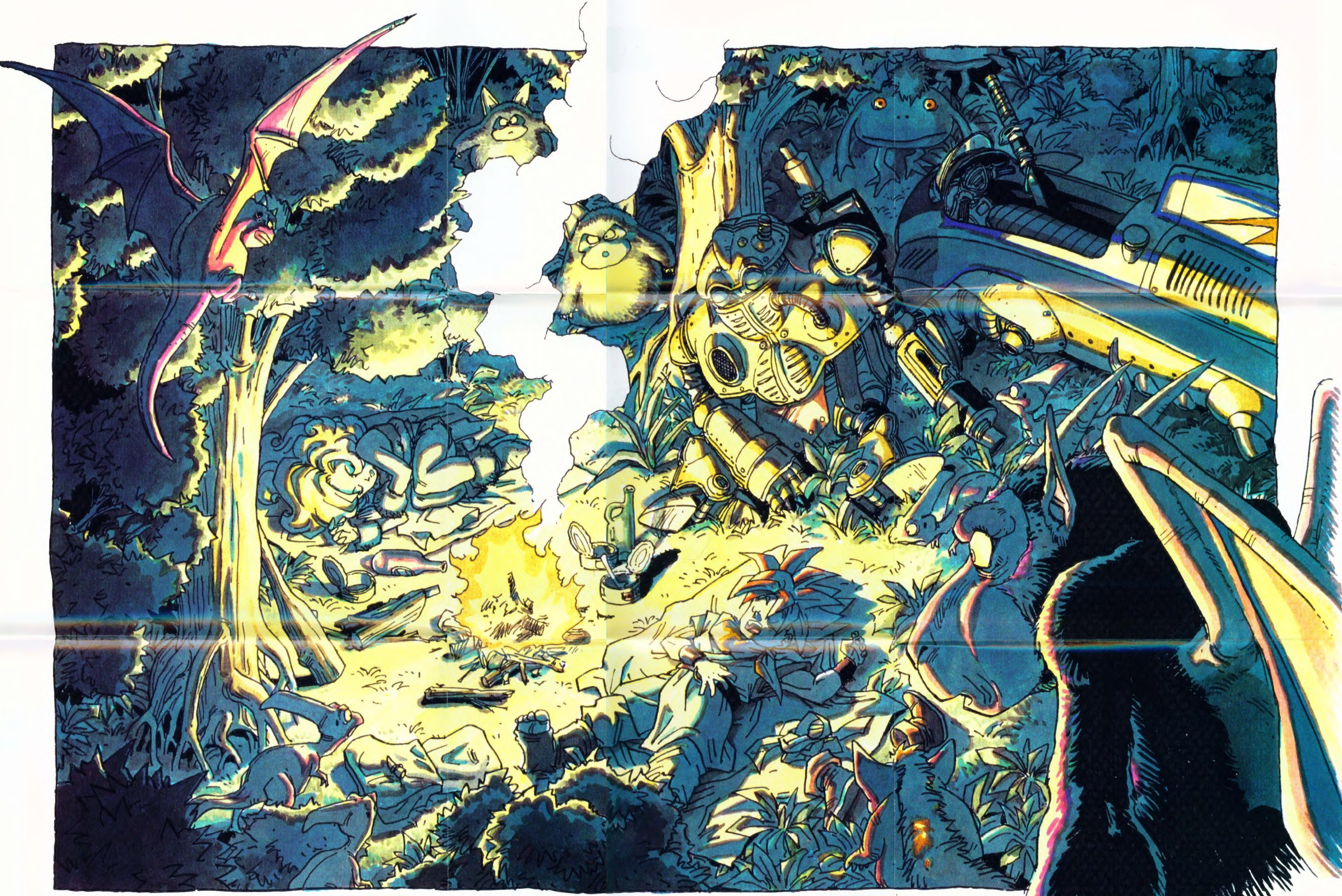
©1995 SQUARE Co., Ltd. All Rights Reserved.
CHRONO TRIGGER™ is a trademark and SQUARESOFT® is a registered trademark of SQUARE Co., Ltd.
©1995 Bird Studio/Shueisha

LICENSED BY Nintendo®

NINTENDO, SUPER NINTENDO ENTERTAINMENT SYSTEM AND THE OFFICIAL SEALS ARE REGISTERED TRADEMARKS OF NINTENDO OF AMERICA INC.
©1991 NINTENDO OF AMERICA INC.

U/P-SNS-ACTE-USA(A) PRINTED IN USA

SUPER NINTENDO ENTERTAINMENT SYSTEM



Illustrated by Akira Toriyama

U/P-SNS-ACTE-USA(A)
PRINTED IN USA